NES—WM—USA

WINTER GAMES™

by EPYX™

GAME PAK INSTRUCTIONS

Licensed by Nintendo for play on the

Nintendo® ENTERTAINMENT SYSTEM™

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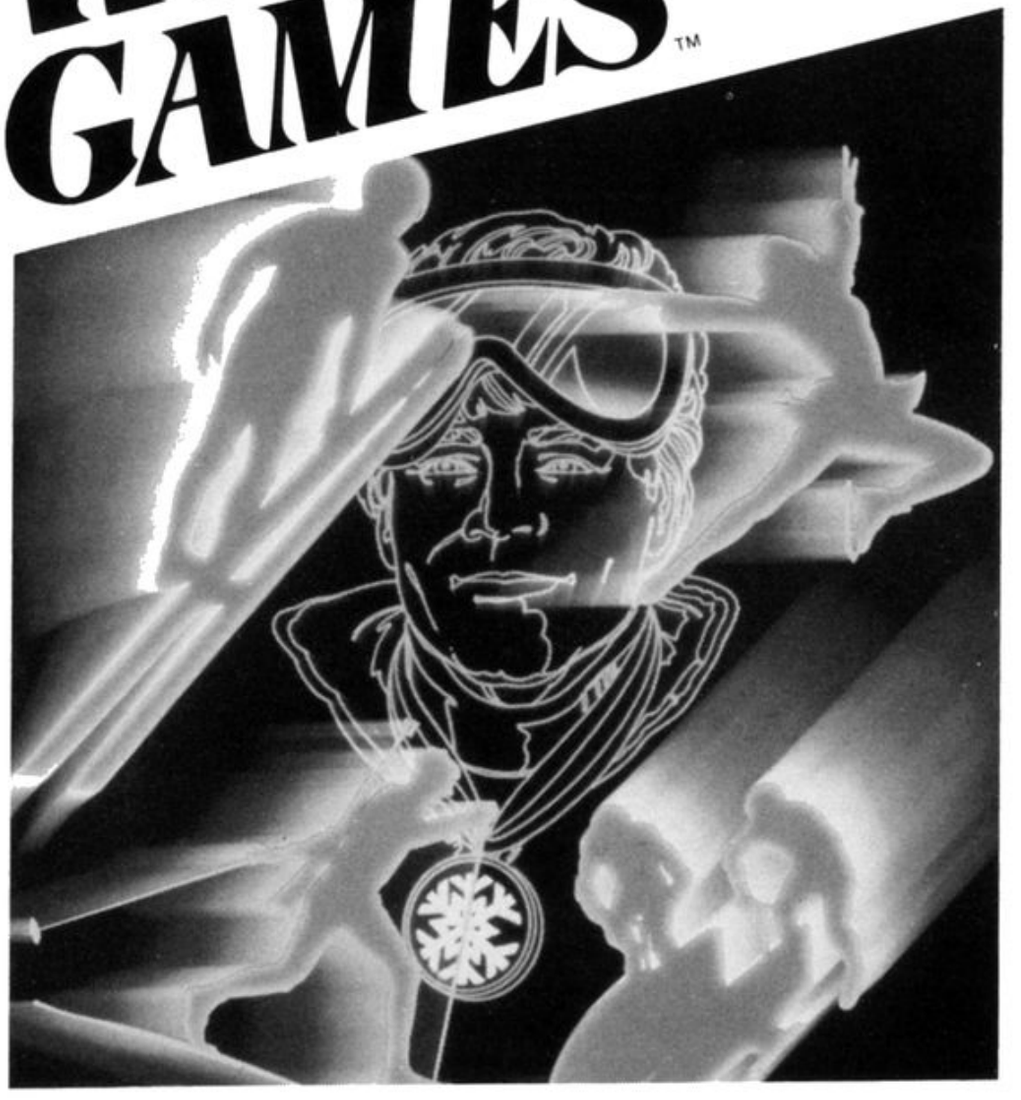
The trumpets sound. The flag is raised. The doves take to the sky.

The long-awaited spectacle of The Winter Games is about to begin. And this time *you're* in the limelight — as one of the world's greatest winter sports contenders.

WINTER GAMES™



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THE SCENE

The Place: Calgary, Alberta, Canada.

The Time: Winter, 1988.

The Event: The Winter Games.

No other international sporting event captures the hearts and imaginations of people the world over quite as much as the Winter Games.

The backdrop of snow-capped peaks. The glow of flushed faces of the young athletes. The sparkle of the snow, ice and glistening northern sun. It's all part of the spectacle and pageantry of the Winter Games.

And *you're* a major part of all the excitement! You compete in four different events: HOT DOG AERIALS, SPEED SKATING, FIGURE SKATING and the BOBSLED. Each requires a different set of skills, strengths and styles. But all require disciplined, dedicated training.

In the HOT DOG AERIALS, you're up against the world's top ski jumpers. Where guts, grace and precision are your measures of success.

In SPEED SKATING, strength and endurance are what it takes to put you ahead of the game.

FIGURE SKATING takes perfect timing. Along with exceptional style and form.

And the BOBSLED, the most hair-raising of all the events, puts you on a collision course — where every turn is a test of reflexes, timing and nerves.

The more you practice, the higher you're going to place. When you think you're ready, choose your country and register your name. Then go for the gold!

WINTER GAMES™ will keep track of your scores. Plus, if you break a "World Record," your name will be added to the special World Records screen.

THE SET UP

1. Make sure the power switch is OFF.
2. Insert the WINTER GAMES™ CARTRIDGE as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.

OPENING CEREMONY

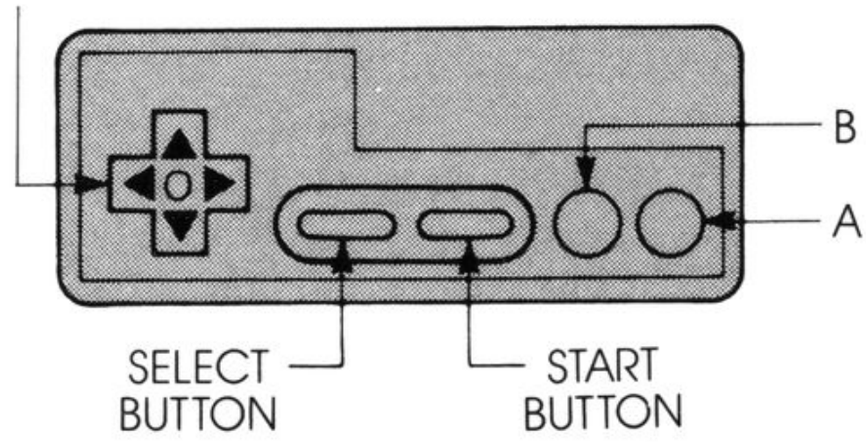
Once you complete the above steps, you'll find yourself in the middle of the spectacular opening ceremony. You'll witness the lighting of the symbolic fire that burns constantly throughout the WINTER GAMES. And you'll see the release of the white doves that represent world peace.

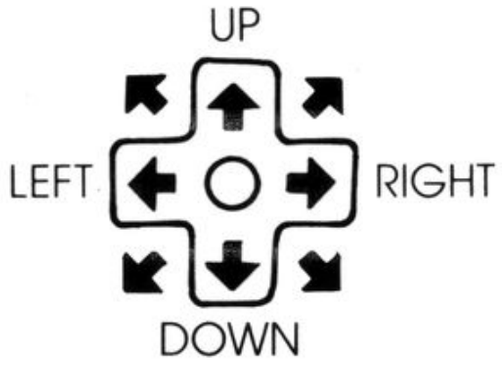
Once the fire has been lit, proceed to the OPTIONS SCREEN by pressing the START BUTTON.

THE CONTROLLER

The following illustration shows you the control points on your NINTENDO ENTERTAINMENT SYSTEM® controller. Throughout this instruction book we will refer to these controls by the names indicated in this illustration.

CONTROLLER





TO MOVE RIGHT OR LEFT — Press the CONTROLLER RIGHT or LEFT.

TO MAKE A SELECTION — Press BUTTON A.

TO GO ON TO THE NEXT EVENT — Press BUTTON A.

TO RETURN TO THE OPTIONS SCREEN AT THE END OF A PRACTICE SESSION — Press BUTTON A.

TO PAUSE — Press the START BUTTON.

TO RESTART — Press the START BUTTON again.

NOTE: See descriptions of individual events for complete controller instructions.

THE OPTIONS

Once you press the START BUTTON, you will select from five different game play options. They are:

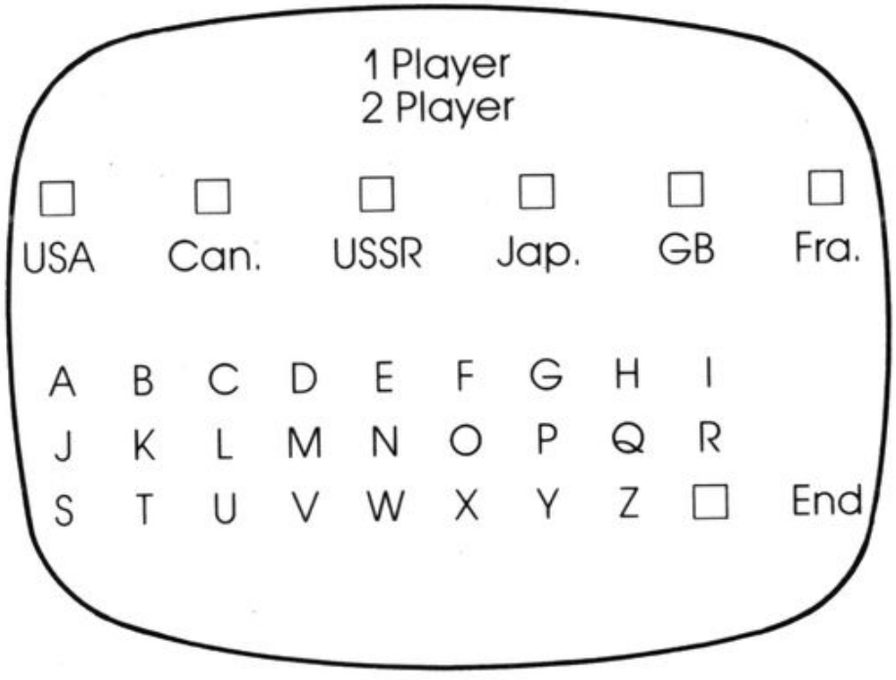
Compete in All Events
Compete in One Event
Practice Events
See World Records
Opening Ceremony

To select an option, move the pointer on the screen by pressing the CONTROLLER ARROWS *UP* or *DOWN*. Once the pointer is next to the option of your choice, press BUTTON A.

Here's what you'll find within each option:

COMPETE IN ALL EVENTS

First you'll register your name and choose your country. Here's how:



1.) To select the number of players, move the CONTROLLER until it points to the number of players you want. Then press BUTTON A.

2.) To choose your country, move the controller RIGHT or LEFT until the arrow points to the country you wish to represent and press BUTTON A.

3.) To enter your name or initials, point the arrow to the desired letters by moving the CONTROLLER to the RIGHT or LEFT. Then press BUTTON A for each letter selection. (You can enter up to four letters.)

NOTE: To erase a letter selection, select the blank box and press BUTTON A.

4.) To begin the event(s), point the arrow to END and press BUTTON A.

COMPETE IN ONE EVENT

Enter the player number, country, and name or initials as described above.

Then, to select an event, move the pointer on the screen by pressing the CONTROLLER ARROWS *UP* or *DOWN*. Once the pointer is next to the event of your choice, press BUTTON A.

PRACTICE EVENTS

This is the same as *COMPETE IN ONE EVENT,* above — except that you don't enter the country or name, so no scores are saved.

When practicing SPEED SKATING and FIGURE SKATING, you automatically go back to the OPTIONS SCREEN when your practice trial is completed.

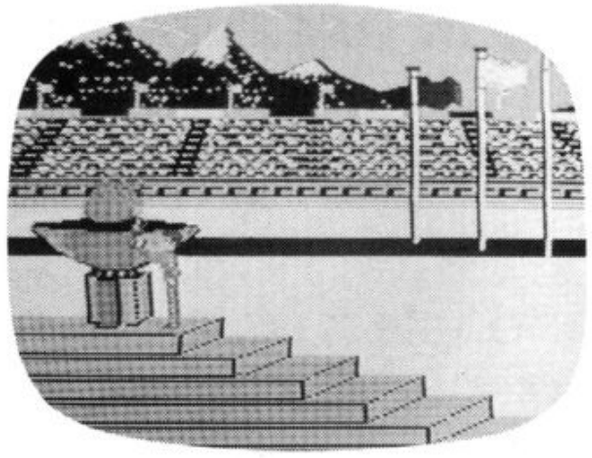
When practicing HOT DOG AERIALS and the BOBSLED, you'll be asked if you want to try again. Press BUTTON A to answer "YES." Press the DOWN ARROW to select "NO" and then press BUTTON A to return to the OPTIONS SCREEN.

SEE WORLD RECORDS

Throughout both competition options *(COMPETE IN ALL EVENTS* and *COMPETE IN ONE EVENT)* your scores and times are carefully recorded. To view them, select this option.

OPENING CEREMONY

To see the opening ceremony, select this option.

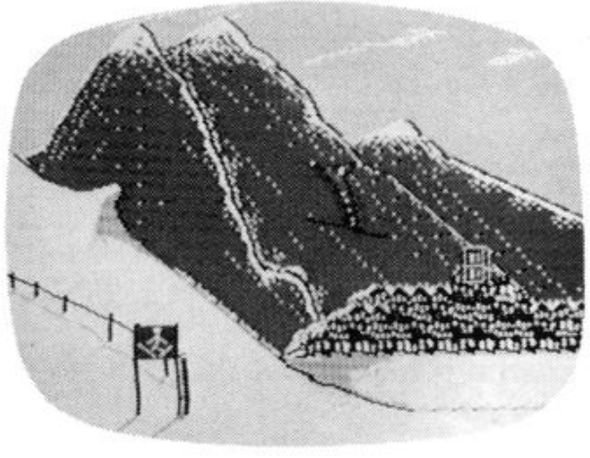


THE EVENTS

All four events require a different set of athletic abilities. But the goal is always the same: to go for the gold!

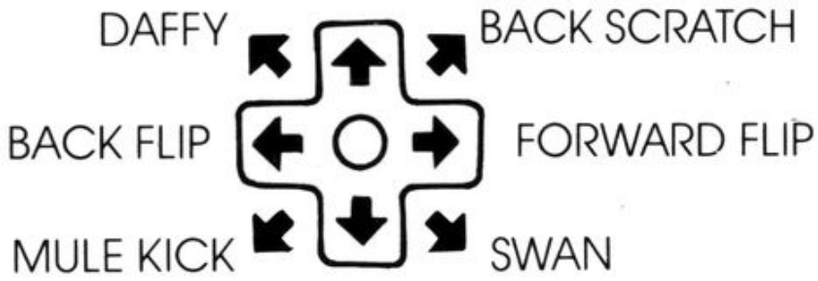
HOT DOG AERIALS

This thrilling demonstration sport combines nerves of steel with precision placement. Plan your daredevil moves *before* you ski off the summit. Because there's no time for changing your mind when you're hanging in mid-air!



To begin your jump — Press BUTTON A

To control your moves — Press the CONTROLLER in the direction of the move you want to make. (See illustration below.)



NOTE: At the end of any competition event, press BUTTON A to view your scores, then press A again to go on to the next event.

In a practice event, press BUTTON A to go back to the OPTIONS SCREEN.

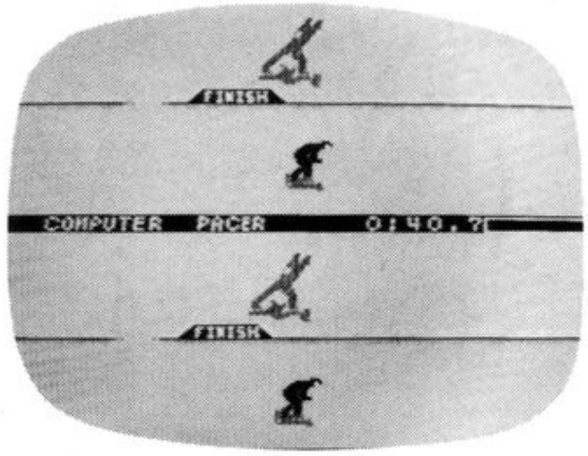
Hot Dog Aerial Scoring —

Your scores will be based on the number of moves you are able to perform in one jump. And, of course, on your success in negotiating those moves.

Watch your landing. There are no points for falling — no matter *how* magnificent your moves are.

At the end of each jump, your score will be displayed on the screen. Here is the breakdown:

STUNTS	*POINTS*
1 Stunt	6.3
1 Flip	7.2
2 Stunts (Same Kind)	8.7
2 Flips (Same Kind)	9.2
2 Stunts (Different Ones)	9.6
1 Stunt and 1 Flip	10.0
2 Flips (Different Kinds)	10.0



SPEED SKATING

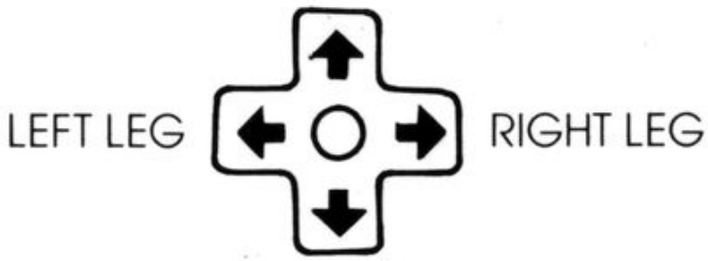
No other self-propelled athlete can gain as much speed as a champion speed skater. Reaching speeds of up to 30 miles an hour, speed skaters can easily overtake even the fastest track runners.

As a SPEED SKATING contender, you'll be racing side-by-side against a computer opponent. And in a two-player game, each player will have his or her own computer opponent.

To start the countdown — Press BUTTON A and be prepared to take off after you see the countdown "READY — SET — GO" in the lower right corner of the screen.

To skate — With both of your thumbs, press the CONTROLLER *RIGHT* and *LEFT* — as if each thumb were a skater's leg. Be sure to use rhythmic movements while building up to your fastest possible speed.

To pace yourself — Watch your time in the lower right corner of the screen. Also, you'll skate by a marker every 100 meters, to let you know how far you've gone.



NOTE: At the end of the competition, press BUTTON A to view your scores, then press A again to go on to the next event.

In a practice event, press BUTTON A to go back to the OPTIONS SCREEN.

Speed Skating Scoring —

There are no point breakdowns for Speed Skating. The skater with the fastest time wins the race.

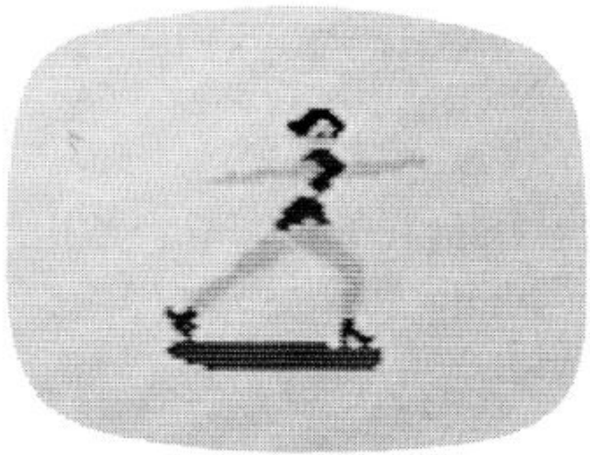


FIGURE SKATING

It's one of the most beautiful events to watch. And one of the most difficult to perform!

To get the best possible score in the one-minute FIGURE SKATING event, you must demonstrate your skills by completing at least seven movements. The order is up to you. The excellence of your grace and form is up to the judges.

To begin skating — Press BUTTON A

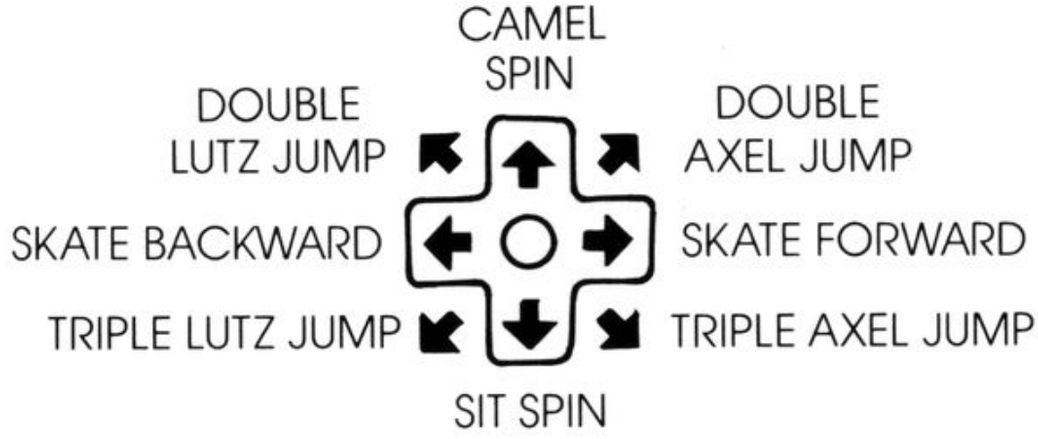
To skate forward — Press the CONTROLLER to the right.

NOTE: You must be skating forward when your time runs out. Otherwise you'll fall.

To skate backward — Press the CONTROLLER to the left and press BUTTON A.

To begin a move — Hold down the CONTROLLER in the direction of the move you want to make (see illustration below) and press and release BUTTON A.

To complete a move — Release the CONTROLLER and press BUTTON A again.



Jumps —
Here are the steps to follow for each of the four jumps:

Double Axel Jump and Triple Axel Jump:
Begin by skating *forward.* Then hold down the CONTROLLER (in the direction indicated above) and press and release BUTTON A.

Double Lutz Jump and Triple Lutz Jump:
Begin by skating *backward.* Then hold down the CONTROLLER (in the direction indicated above) and press and release BUTTON A.

***Spins* —**
To perform a perfect **Camel** or **Sit Spin,** begin by skating backwards. Then, while holding the CONTROLLER in the UP or DOWN position, press and release BUTTON A.

When performing your spins, try to make at least six rotations. Any less, will make your performance awkward. Any more, will make you dizzy.

Camel into Sit Spin:
Begin your Camel Spin as described above, then hold the CONTROLLER in the DOWN position while you press and release BUTTON A.

NOTE: At the end of a regular event, press BUTTON A to view your scores, then press A again to go on to the next event.

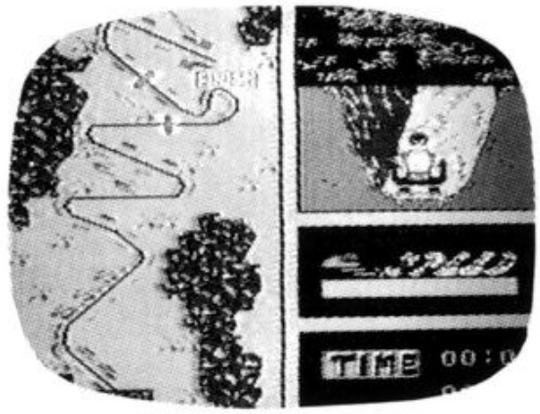
Figure Skating Scoring —

The best possible score is 6.0. Here are the successful movements you must complete to attain it:

NOTE: Only the first attempt at each movement completed within your one-minute time frame is scored.

MOVEMENT	*POINTS*
Camel Spin	.7
Sit Spin	.7
Double Axel Jump	.6
Triple Axel Jump	1.1
Double Lutz	.6
Triple Lutz	1.1
Camel into Sit Spin	1.2
TOTAL SCORE	6.0

PENALTIES	*POINTS LOST*
A Fall	–.7
An awkward movement	–.2



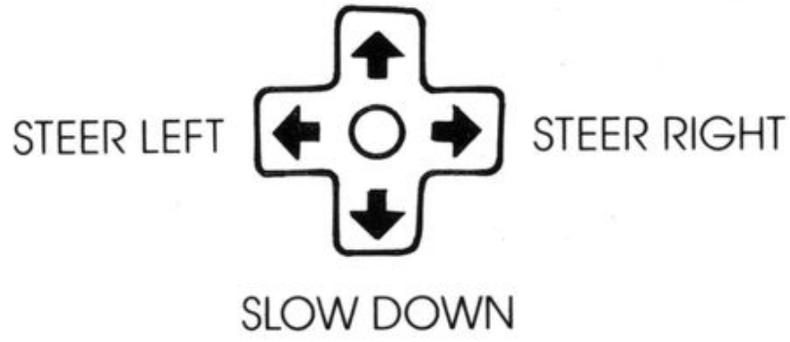
THE BOBSLED

Some say it's the most thrilling of all Winter Games events. You'll reach speeds of up to 90 miles per hour while careening through hair-raising turns and bumpy straightaways.

To start the race — Press BUTTON A

To guide your sled — With both of your thumbs, press the CONTROLLER *RIGHT* and *LEFT* — to steer and to avoid capsizing. Steer hard in the opposite direction of your turns.

To reduce speed — Press the CONTROLLER *DOWN.*



NOTE: Be sure to watch both the map screen *and* the close-up screen to anticipate and maneuver the curves. Also, keep an eye on the speed meter. You don't want to go too fast around those tight turns.

Bobsled Scoring —

There are no point breakdowns for the Bobsled. The one with the fastest time through the track wins.

NOTE: At the end of the competition event, press BUTTON A to view your scores, then press A again to go on to the next event.

In a practice event, press BUTTON A to go back to the OPTIONS SCREEN.

THE SCORE

AWARDS CEREMONY

At the end of every event, your name, the country you represent and your score will be listed. If you've won the Gold Medal — with the highest score — your name will appear at the top of the screen and the national anthem of your country will be played.

WORLD RECORDS

Whenever a World Record is broken, the new record (with the player's name and country) is recorded and displayed on the World Records screen.

GO FOR THE GOLD

You're among an elite handful chosen to represent their countries in The Winter Games. A combination of athletic strength, stamina and determined hard work have brought you here. And it's these same qualities that will get you the gold.

So don't let go now. You're so close...

Do it for yourself. And do it for the millions at home cheering for you.

HISTORY OF THE WINTER GAMES

The first Winter Games were officially added to The Olympics in 1925 in Chamonix, France. Since then, the Winter Games have been held at the following locations:

DATE	*PLACE*
1924	Chamonix, France
1928	St. Moritz, Switzerland
1932	Lake Placid, New York
1936	Garmisch-Partenkirchen, Germany
1948	St. Moritz, Switzerland
1952	Oslo, Norway
1956	Cortina, Italy
1960	Squaw Valley, California
1964	Innsbruck, Austria
1968	Grenoble, France
1972	Sapporo, Japan
1976	Innsbruck, Austria
1980	Lake Placid, New York
1984	Sarajevo, Yugoslavia
1988	Calgary, Ontario

SAFETY TIPS

1. Always turn the power off before inserting or removing the GAME PAK from your Nintendo Entertainment System.®

2. This is a high precision game. It should not be stored in places that are very hot or cold. Store it at room temperature. Never hit it or drop it. Do not take it apart.

3. Avoid touching the terminal connectors. Keep them clean by inserting the GAME PAK in its protective storage case.

4. Never attempt to take your GAME PAK apart.

5. Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.

6. Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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